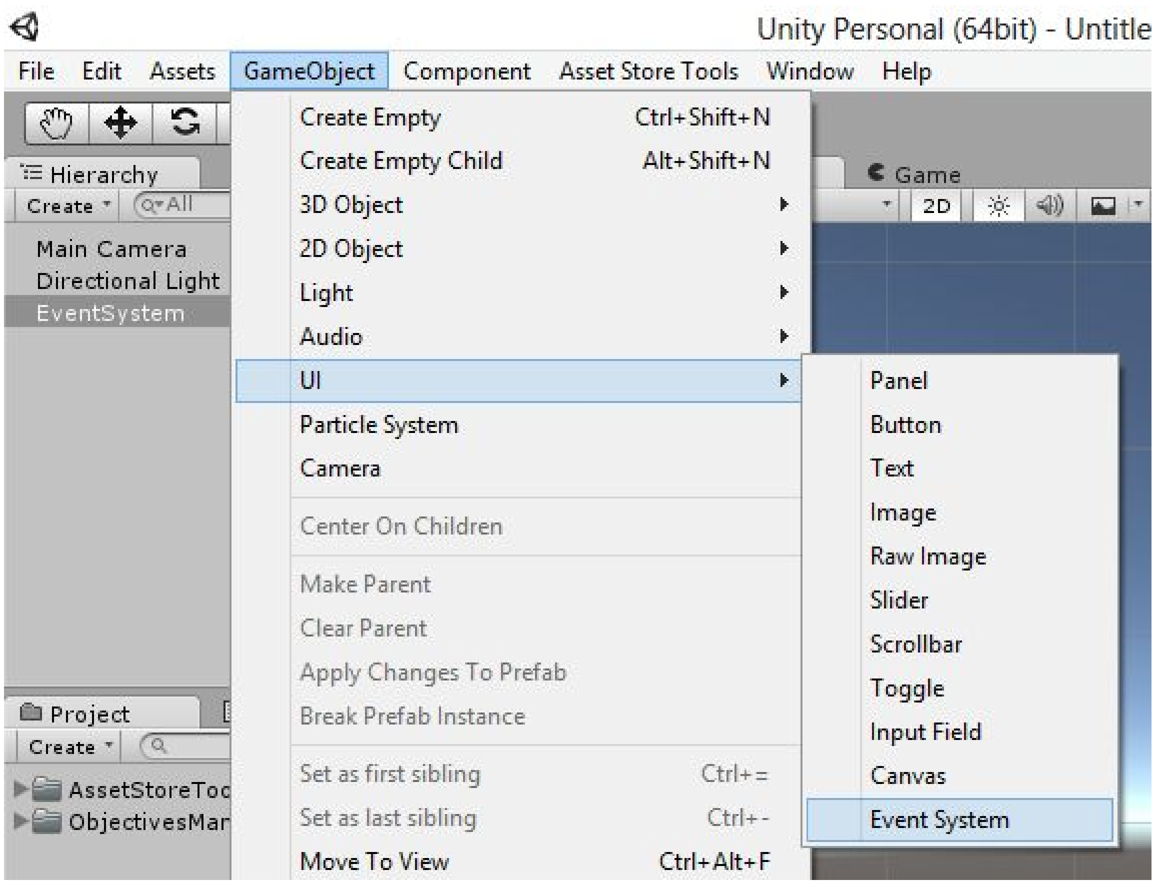
ObjectivesManager Manual

With this package, you can easily add objectives to your Unity3D games. You can see it working on the demo scene. Unity3D 5 or newer is required.

Geting started

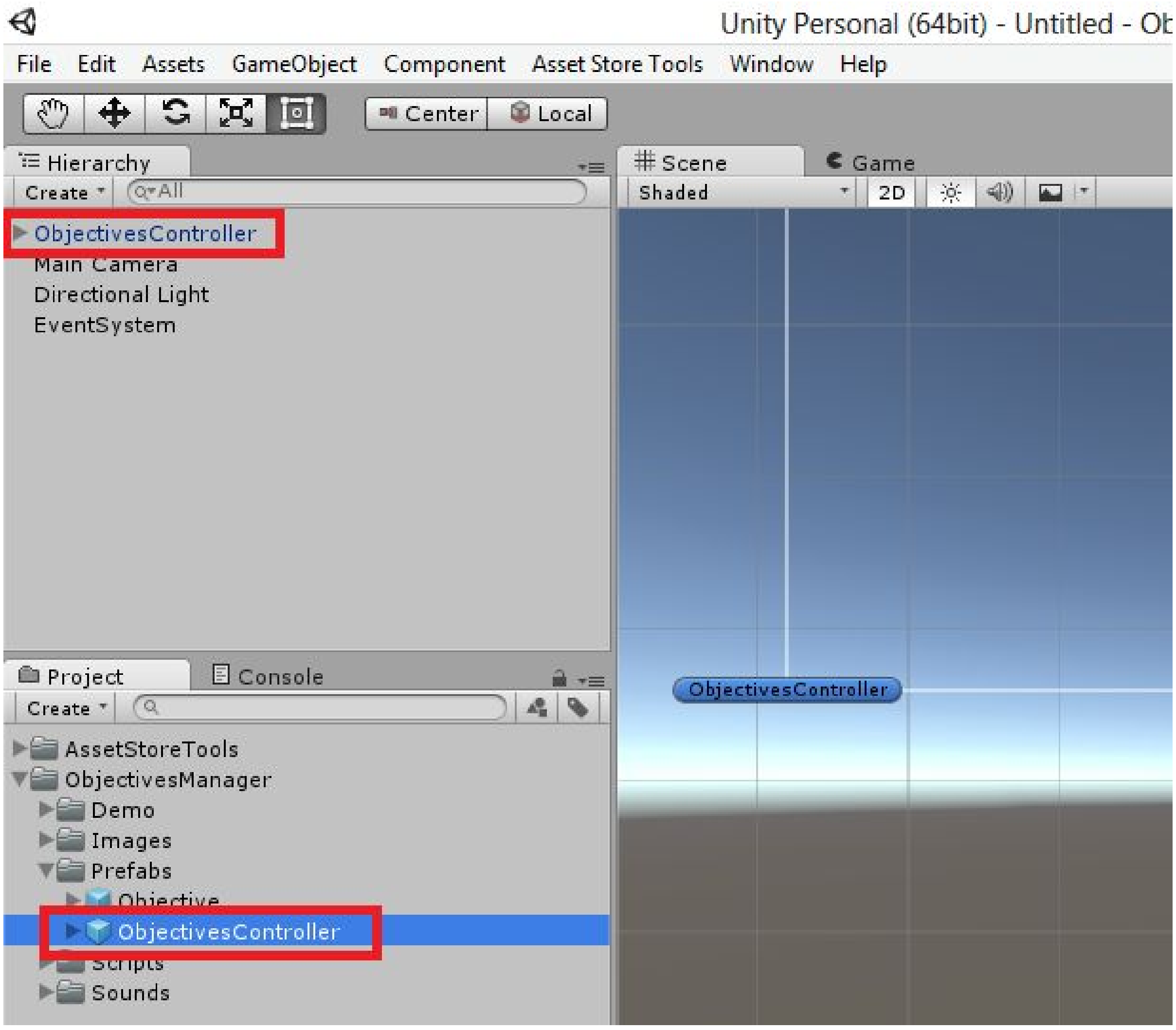
1. Add an EventSystem to your scene if it doesn't already have one

Click on GameObject menu, go to UI item and select EventSystem:



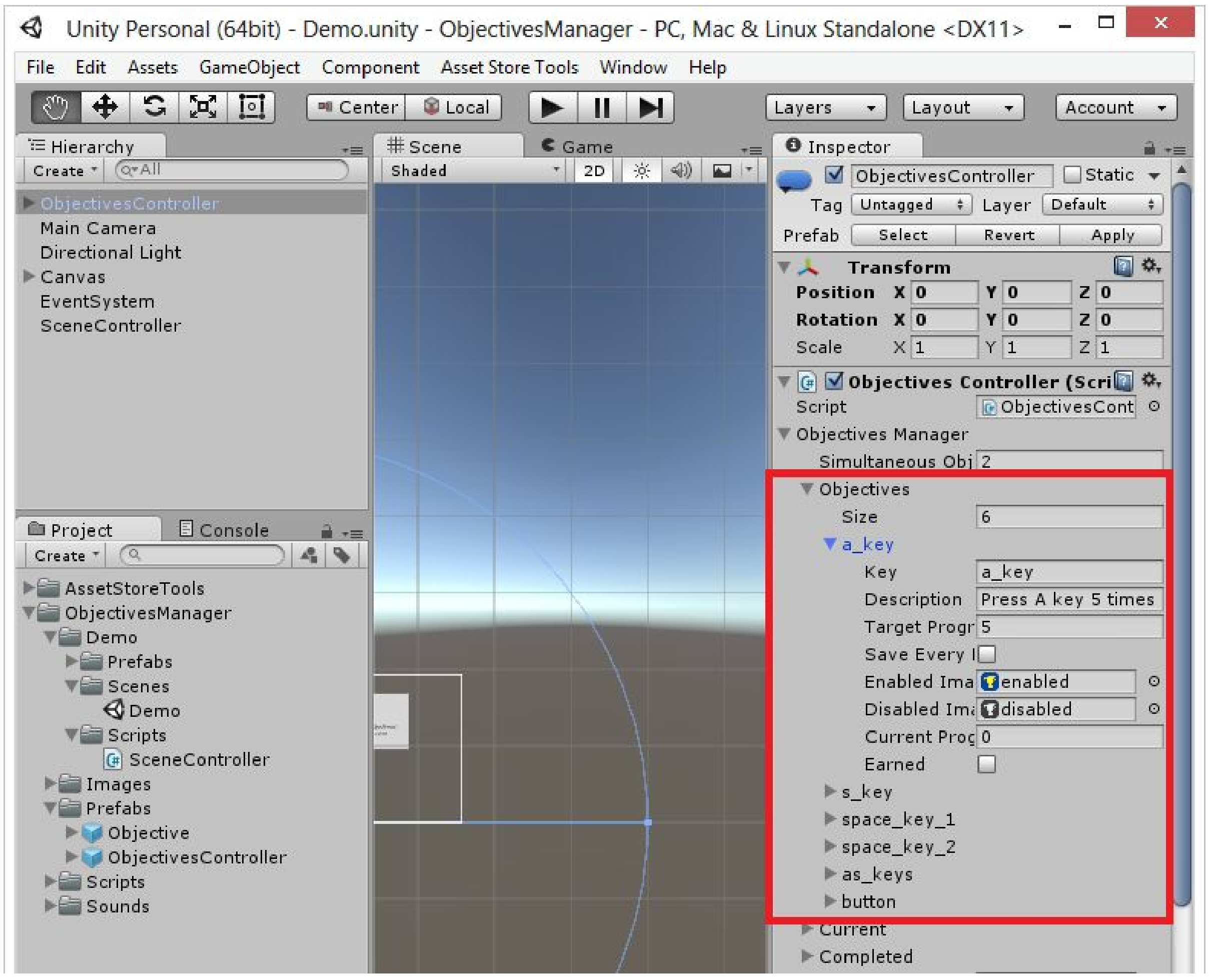
2. Drag the `ObjectivesController` prefab to your scene.

The objectives are stored in a GameObject containing the Scripts. To create it drag the prefab located on prefabs folder to your scene.



3. Add your objectives list:

On the GameObject created by the prefab, add your objectives to the objectives list on the ObjectivesController Component.



ObjectivesController Static

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Objectives Controller (Scri

Script: ObjectivesCont

Objectives Manager

Simultaneous Obj: 2

Objectives

Size: 6

a_key

Key	a_key
Description	Press A key 5 times
Target Progr	5
Save Every I	☐
Enabled Ima	enabled
Disabled Im	disabled
Current Proc	0
Earned	☐

s_key

space_key_1

space_key_2

as_keys

button

Current

Completed

4. Create a new prefab with your customized objectives or apply the changes to the original.

5. Add the `ObjectivesController` instance to your script.

```
public class SceneController : MonoBehaviour {

    public ObjectivesController objectivesController;

    void Start() {
        objectivesController.GetCurrent("ObjectivesController");
    }
    //...
}
```

6. Add progress to your objectives:

```
public class SceneController : MonoBehaviour {

    //...

    void Update () {

        if (Input.GetKeyDown(KeyCode.A)) {
            objectivesController.AddProgress("a_key", 1);
        }
    }
}
```

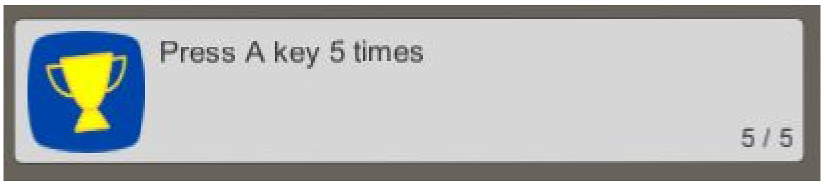
Features

Add progress

Add progress to a objective specifying the objective key and the amount of progress.

```
objectivesController.AddProgress("objective_key", 1);
```

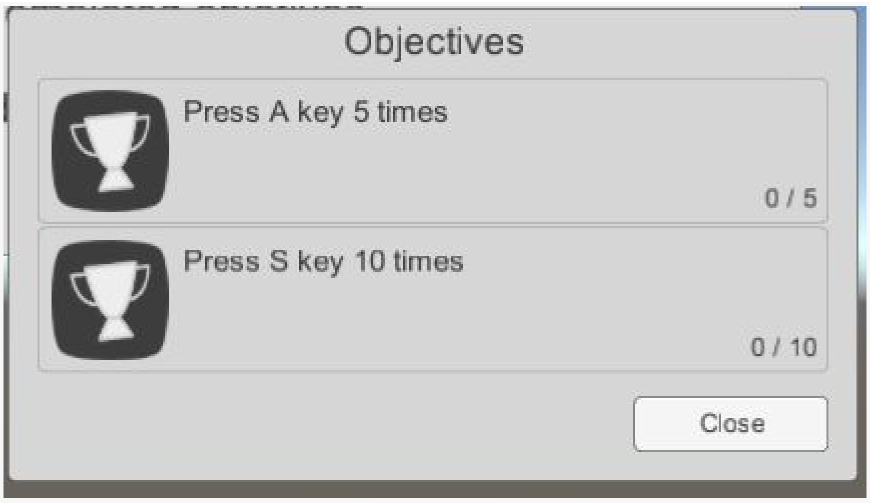
When the target progress of the objective is reached, the objective is achieved and lo longer will add progress.



Show current objectives

Open a window showing the current objectives. You can pass a lambda witch is invoked the the window is closed.

```
objectivesController.ShowCurrentObjectives(() => {  print("Window closed"); });
```



Hide current objectives

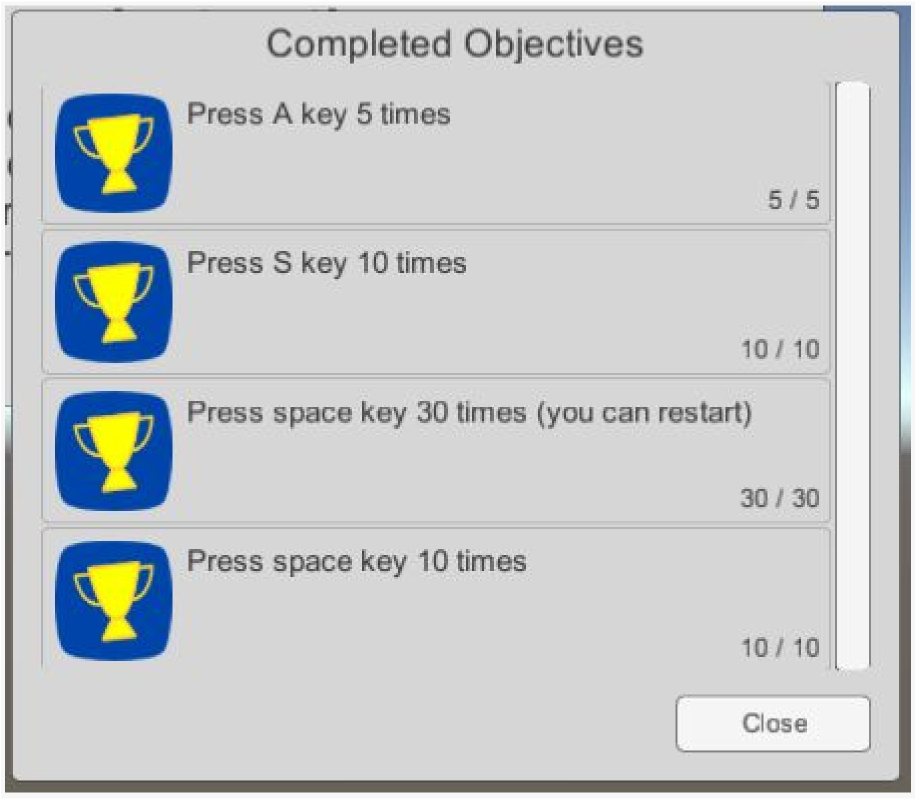
Closes the current objectives window. If a lambda was passed on `ShowCurrentObjectives` method, it will be executed here.

```
objectivesController.HideCurrentObjectives();
```

Show completed objectives

Open a window showing all the completed objectives. You can pass a lambda witch is invoked the the window is closed.

```
objectivesController.ShowCompletedObjectives(() => { print("Window closed"); });
```



Completed Objectives

Press A key 5 times
5 / 5

Press S key 10 times
10 / 10

Press space key 30 times (you can restart)
30 / 30

Press space key 10 times
10 / 10

Hide completed objectives

Closes the completed objectives window. If a lambda was passed on `ShowCompletedtObjectives`method, it will be executed here.

```
objectivesController.HideCompletedObjectives();
```

Get current objectives controller

You can get the `ObjectivesController` instance on the scene. Optionally you can specify the game object name. If none is given "ObjectivesController" is assumed.

```
objectivesController.GetCurrent("MyObjectivesController");
```